

Claims

1. A board game for simulating a sporting league in which a plurality of teams play matches in succession one against another to obtain relative positions in the league from the results of the matches, which board game is playable by one or more players and comprises a board, tokens representing said teams, a game die and match dice, wherein said board includes a path (10) from a start (S) to a finish (F), said path (10) being divided into a plurality of squares (P, Y, G, B, R) of which some (G) are identified as match squares, and wherein in use a player moves a designated token along said path (10) according to throws of the game die and when a said token is moved to or past a match square (G) two match dice are thrown and the respective scores compared to determine a match result.

2. A board game as claimed in Claim 1 including a tabulation for showing the relative positions of teams, which tabulation includes means for adjusting the relative position of the team represented by said designated token according to the match result determined from the throw of the match dice.

3. A board game as claimed in Claim 1 or Claim 2 wherein some of the match squares (G) are designated as cup squares whereat the team represented by said designated token either continues in or is eliminated from a simulated knockout competition according to the match result determined from the throw of the match dice.

4. A board game as claimed in Claim 3 wherein the simulated knockout competition includes adjunctive teams from outside said league and the game includes means for varying the scores of the match throws.

5 5. A board game as claimed in Claim 4 including an adjunctive die whereby when thrown said scores are varied.

6. A board game as claimed in any preceding claim wherein some (B, Y, R, P) of said squares are identified as hazard squares each
10 with associated instructions for a player when his designated token lands on a said hazard square.

7. A board game as claimed in Claim 6 including a plurality of hazard cards bearing said instructions associated with at least some of the
15 hazard squares (B, Y).

8. A board game as claimed in Claim 7 said hazard cards are divided into two sets respectively representing higher and lower levels of loss or gain.
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9. A board game as claimed in any preceding claim including a quantity of coupons representing money wherein the or each player is given an initial allocation of such coupons at the start of the game.

25 10. A board game as claimed in Claim 9 wherein a player can spend some or all of said initial allocation to represent a selected team.

11. A board game as claimed in Claim 9 or Claim 10 wherein the or each player is given an additional amount of coupons at each match square (G).

5 12. A board game as claimed in Claim 11 wherein the additional amount is varied according to the match result for the or each player at each match square (G).

10 13. A board game as claimed in any of Claims 9 to 12 wherein when a player's token lands on a designated hazard square (P) the player can invest coupons in an additional member of his team, which additional member enhances the score of that team in each succeeding match in which the additional member participates.

15 14. A board game as claimed in Claim 14 wherein the additional team member is selected by the player from a plurality represented by a set of star cards.

20 15. A board game as claimed in Claim 14 wherein the set of star cards is divided into groups respectively representing different positions in a team.

25 16. A board game as claimed in Claim 15 wherein the investment required for an additional team member varies according to said position.

17. A board game as claimed in Claim 15 or Claim 16 wherein the enhancement of the team's score varies according to said position of the

additional member.

5 18. A board game as claimed in any of Claims 9 to 17 wherein the or each player is given a bonus amount of coupons at the finish, which bonus amount varies according to the finishing position of that player's team in the league.

10 19. A board game as claimed in Claim 18 wherein additional bonus amounts of coupons are given to players for progress in the knockout competition.

15 20. A board game as claimed in Claim 18 or claim 19 wherein a special bonus amount of coupons is given at the finish to any player whose team wins both the league and the knockout competition.

21. A board game as claimed in any of Claims 9 to 20 wherein a player may start with an amount of coupons accrued at a preceding finish.

20 22. A board game as claimed in any preceding claim including emblems of teams in a real sporting league.

25 23. A board game as claimed in Claim 22, which board game is playable by a number of players up to and including the number of teams in the real sporting league.

24. A board game as claimed Claim 22 or Claim 23, which board game is modified for each season of the real sporting league to reflect

changes in the teams in that league.

25. A board game as claimed in any preceding claim wherein all said squares are numbered.

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26. A board game as claimed in any preceding claim including recording means whereby progress in play may be recorded during a pause.

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27. A board game as claimed in Claim 26 wherein said recording means comprises a sheet with spaces for recording, for each player, the player's name, the team owned, the current location of the player's token, the value of any money held, any cards held and any international stars acquired.

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28. A board game for simulating a sporting league in which a plurality of teams play matches in succession one against another to obtain relative positions in the league from the results of the matches, which board game is playable by one or more players and comprises a board, tokens representing said teams, a game die, match dice and an adjunctive die, which game is played according to rules substantially as hereinbefore described with reference to the accompanying drawing.

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29. A board game as claimed in Claim 28 wherein the game die bears numbers according to which the tokens are moved on the board.

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30. A board game as claimed in Claim 28 or Claim 29 wherein the match dice bear numbers signifying match scores, which numbers are different between the two dice so as to represent home advantage in a match.

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31. A board game as claimed in any of Claims 28 to 30 wherein the adjunctive die is marked to signify whether a penalty score is obtained.

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32. A board game for simulating an association football league, which board game comprises a board, tokens representing said teams, a game die, match dice and a penalty die, which game is played according to rules substantially as hereinbefore set forth.

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33. A board game for simulating an American football league, which board game comprises a board, tokens representing said teams, a game die, match dice and a penalty die, which game is played according to rules substantially as hereinbefore set forth.

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34. A board game for simulating a Rugby football league, which board game comprises a board, tokens representing said teams, a game die, match dice and a penalty die, which game is played according to rules substantially as hereinbefore set forth.